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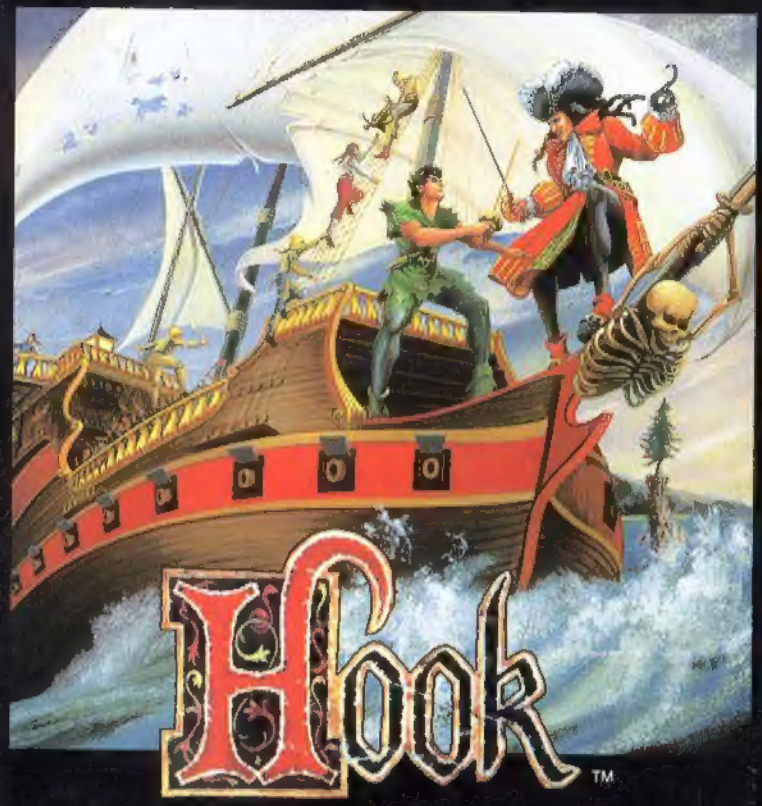


# INSTRUCTION BOOKLET

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for buying HOOK for the Super Nintendo Entertainment System. Please read this instruction booklet carefully before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

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# THE STORY OF HOOK

Grown up and going through life as an attorney with two children, you, Peter Banning, never even considered the possibility of returning to Neverland. In fact, you can't even remember having been there in the first place! But when the evil Captain Hook returns to grab your children, Granny Wendy is forced to remind you of those carefree days when you ran with the Lost Boys in the wild on Neverland. You see, Peter Banning is Peter Pan! Luckily, armed with a sword, the urging of Granny Wendy, and the friendly advice of your friend Tink, you are well equipped for the adventure that lies ahead.

As Pan, you will encounter many obstacles and battle many foes in your search for the children. You will deal with Pirates and Pirate skeletons. In the forests of Neverland you will confront arrow shooting Pirates, Spiny Porcupines, and towering treetops. In some places you will fly from one destination to another, but you need Pixie Dust to stay aloft!

Along the way you will be developing your skills as Peter Pan to defeat the evil Hook and win the children's freedom.

But Neverland is a large island and Hook is a shrewd and elusive character. There are many hazards to avoid along the way and you will need to get past each of them to find Hook and your kids. So good luck, and hurry; the children are waiting!



# BEGIN THE ADVENTURE

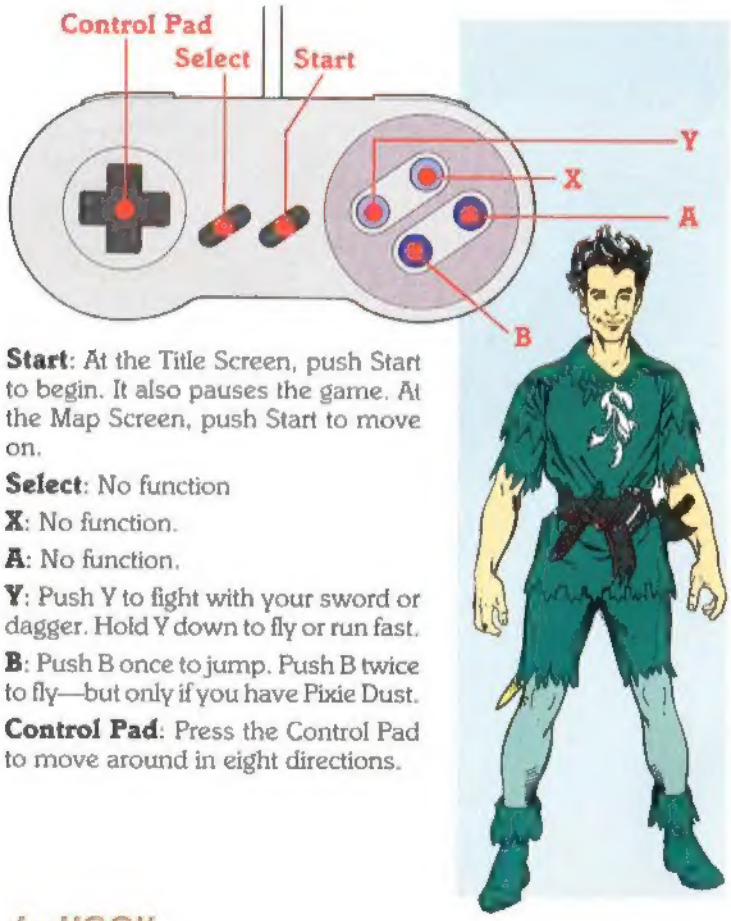
To enter Neverland, insert the Game Pak in the Super Nintendo Entertainment System. When the Title screen appears, push Start. And so will begin your journey to the world of pirates, Lost Boys, magic, and adventure. You will have to fight your way through at least 12 levels around the island before you can find and challenge Captain Hook. Each level must be taken in turn, you cannot choose which one you will next try. Everywhere, Hook's pirates are watching for you, ready to attack with arrows and bombs and other tricks. If you're ready, aim for the second star to the right and head straight on till morning...

# PETER'S STATUS

**Score**: The number of points you earn shows here.
**Power**: Peter starts his mission to save the children with two leaves of power. As he uses up power, the leaves get empty. Watch them to keep track of how many more hits you can take.
**Fly**: This meter lets you see how much time you have left to fly. As the bar goes down, so does your time.
**Pan**: As Peter Pan, of course you have more than one life. The number displayed here shows how many lives you have left.
**Time**: You have five minutes to finish a level.

# PAN CONTROL

Because it's been quite a while since you were here in Neverland, you may need to work on being Peter Pan. Flying, sword fighting, and leading the Lost Boys are all abilities that you will have to learn again, as though for the first time, so PRACTICE, PRACTICE!




**Start**: At the Title Screen, push Start to begin. It also pauses the game. At the Map Screen, push Start to move on.

**Select**: No function

**X**: No function.

**A**: No function.

**Y**: Push Y to fight with your sword or dagger. Hold Y down to fly or run fast.

**B**: Push B once to jump. Push B twice to fly—but only if you have Pixie Dust.

**Control Pad**: Press the Control Pad to move around in eight directions.



# BEING THE PAN--

## Moving

As you remember more about how to be Peter Pan, you'll learn how fast and tricky you were. Push the Control Pad to move to the left or right. When flying or swimming, use the CP to move in eight directions. Push Y once to attack. Hold Y down to move at high speed. Release Y to slow down. And to stop fast, push the Control Pad opposite to the direction you're going.

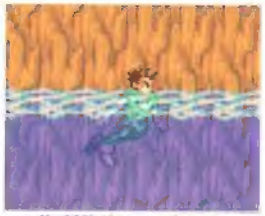
## Crouching

One of Peter's best skills is the ability to sneak. That will be very handy against Pirates and to escape injury. Push the Control Pad down to crouch. To stay in a crouching position, hold the Control Pad down. If you want to attack from a crouch, push the Y button. You'll then pounce in the direction you are facing. Remember the crouch when arrows are flying fast and furious.

## Jumping

Because Peter Banning (who you once were) was terrified of heights, it may take you a while to remember how to jump well. But Neverland works wonders on a person. Push B once to jump. You can change the direction of your jumps by pushing the Control Pad right or left. To cut a jump short or to land fast, release B.

And to make the most incredible jumps, get moving at high speeds by holding down the Y Button, then push the B Button.



## Swimming

When you played in the water as the young Peter Pan, you hung on the mermaid's tails and let them pull you — so you never learned how to swim very well. While underwater, keep pushing B to swim and stay afloat. Use the Control Pad to move in any of eight different directions. If you need to attack, push Y. But keep in mind that when you're swimming, you cannot move at high speeds.

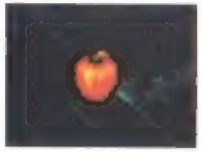
## Flying

Flying was once Peter's greatest talent. Unfortunately, time has taken away much of your skill. To fly now, you need the help of your old friend, Tinkerbell, and her Pixie Dust. Once you have that, push B twice. To stop flying, push B again. Just like in the water, you can fly in eight directions by pressing the Control Pad. To attack while airborne, push Y. Hold Y down, and you can fly fast. Don't forget to watch your Fly Meter. When it reaches zero, you're going down without a parachute. Flying is what makes Peter the one and only Pan — it's the trick that will help him beat the Pirates and finish Captain James Hook.

# ITEMS

## Cherries

You will constantly be using your energy in fighting. So eat the Cherries whenever you find them. They will refill one of your power leaves.

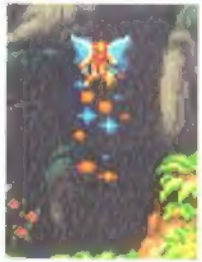


## Apples

An Apple refills all of your power leaves. You can then attack the Pirates with full power.

## Leaves

When you find a leaf, it will be added to your other power leaves. This increases your ability to take hits because now you can store energy in more than just two leaves. Leaves are hidden in odd places, so search carefully.



## Pixie Dust

As your best friend in Neverland, Tink stays close throughout the adventure. You can usually see her flying around in the back ground somewhere. When you need to refill your Fly Meter, find Tinkerbell, then stand under her. She will powder you with her Pixie Dust.

## 1-Up

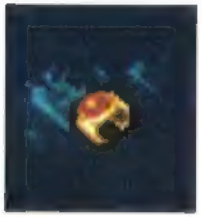
Hidden around Neverland are up to Three Pan-ups. Look for them where you least expect them.

# TREASURE

Arrrrr, where there's Pirates, there's treasure! The sea dogs usually carry a bit of their booty with them.

## Sheba's Tiara

Ages ago, the Pirates raided a ship belonging to the Queen of Sheba. From it they stole many magnificent tiaras made of Sapphire and Gold. When you pick one up, you get 100 points.



## Ring of Honor

As a sign of his favor, Captain Hook sometimes gives one of the Pirates a Gold ring set with a large Ruby. If you manage to get one of these rings from a Pirate, you'll win 500 points.

## Regal Necklace

Made to grace the throats of royalty, these necklaces recently fell into the Pirates' greedy hands. To earn 1000 points, you must get hold of one of these Amethyst necklaces.

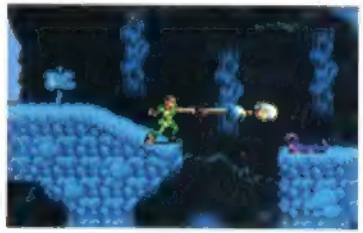
## King's Crown

Alexander the Great made the mistake of crossing Hook's path, and all of the crowns he had won while he was conquering the world were stolen from him. They're worth 10,000 points to you.



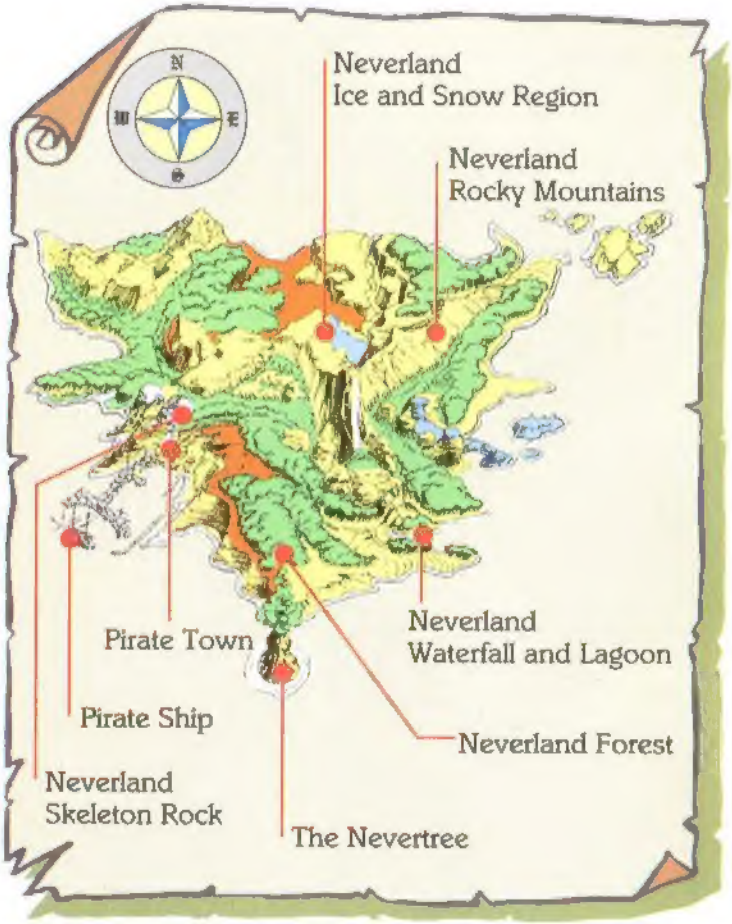
# PAN'S SWORD

The first thing you will have to do, as you try to remember how to be Peter Pan, is win back your Golden Sword from Rufio. But even after you get it, the sword is hard to hold on to. If you are hit once, you lose the Sword. It will pop up again in various places around Neverland, so look for it. Use the sword as you use your dagger, but try to stand farther away from the enemy. Pan's Golden Sword shoots a ball of stars that your foes cannot withstand.



# THE NEVERTREE AND NEVERLAND

The Island of Neverland is huge, and filled with a thousand dangers. Study this map well to learn about the places you will have to travel through on your journey to save the children.

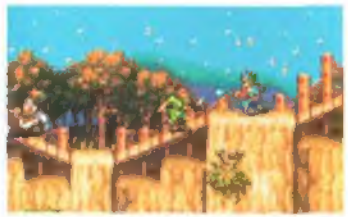





## NEVERLAND MAP SCREEN

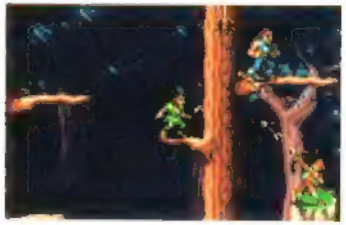
The Map Screen appears after every level, except the first, to show where you are. The Map Screen scrolls around for you. To leave the Map Screen and begin the next challenge, push Start. You will automatically be sent on to an unexplored region of Neverland.

## The Nevertree



As a grown up Peter Pan, you have a lot to prove to the Lost Boys and to yourself. The first step is finding your way through the Nevertree and facing Rufio in a duel. If you survive, you win your Sword and your Honor.

# Neverland Forest



The Forest is heavily patrolled by Hook's Pirates. They have strict orders to stay at their posts, but each one would love a chance at beating the Pan. So watch out for them, they will come after you, and fast. Also keep an eye peeled for cherries and an extra leaf — you'll be needing all the energy you can collect. This will be your first chance to prove to the Pirates and yourself that you, Peter Pan, have indeed returned. Move carefully and practice.

# Neverland Rocky Mountains

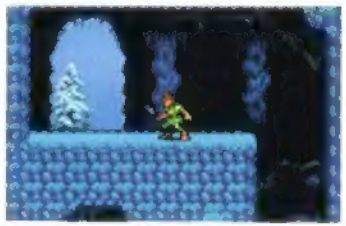
Pirates are not known for their good hospitality. So when you see them rolling out a barrel, take off! It's not full of cheer. If you've lost your Golden Sword, look for it here in the mazes of these ancient mountains.

# Neverland Waterfall and Lagoon

Near this Lagoon is the lair of a band of magic tigers. Their breath will turn you into stone, but fortunately it's temporary. This very difficult region is filled with wonderful things, too, like extra Leaves and One-Ups. But you will have to search carefully for them. Don't lose heart, just keep your happy thought in mind and remember everything you've learned.

# Neverland Underground

Once you are plunged into the dank, dark caves you will have to find a way back to sunlight and fresh air. Always keep an eye over your shoulder — you never know what might creep up out of the inky black depths. These caverns are home to many dangerous creatures, such as the Giant Earthworm, the Night Snake, and others that have never even been named.

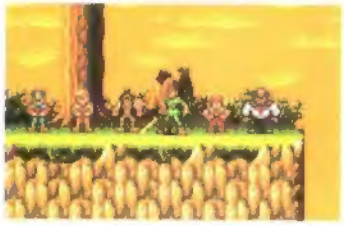


# Neverland Ice and Snow Region

Beware the Tigers of the snow fields. Like their cousins at the Lagoon, their breath will freeze you. But again, it is only temporary. Keep an eye out for Pirates tracking you. Some are armed with snowballs and feeling mean. And the mighty Winter Hawk lives in this region. Watch the skies for its lightning strikes. Move carefully when you are jumping across caverns or running. Glaciers are quite slippery.

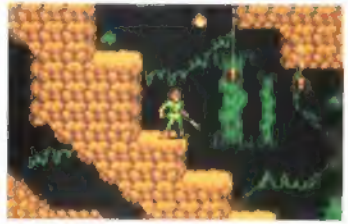
# Neverland Over the Forest

Flying through the trees will be a true test — are you cured of your fear of heights? The screen scrolls at a set pace and you have to keep up. Be sure to fill your Fly Meter with Pixie Dust every chance you get. Look out for Pirates chasing you in their hot air balloons. Be ready to dodge quickly around them.





# Neverland Skeleton Rock



The Skeleton Rock has been haunted for as long as any Lost Boy can remember. You will be followed through the caves by a Will-o-Wisp, one of the fire spirits. They are harmless, unless you touch them — then you lose a life. If you leave the spirit, you won't be able to see. Beware the bones of long decomposed Pirates. They will defy the very laws of nature for a chance to pursue and defeat the great Peter Pan.

# Pirate Town

Peter Pan must be entirely confident in his abilities when he enters this city. Hook's Pirate Town is a drain that has skimmed the Pirate scum from all the seven seas.

# Pirate Ship

It's pure madness on the Pirate Ship. You'll be facing a horde of angry, ugly, sea dogs. Each one of them wants to defeat you to win Honor among his mates. The Pirates are armed with long swords, daggers, bombs, and a hundred other weapons. You will have to be constantly on the move, dodging and jumping and flying and fighting! But now you're getting close to your kids, Jack and Maggie. Don't be stopped this close to victory.

# Hook

At last, you've tracked down and cornered that codfish, Captain James Hook, in the Town Square. But he knows there's no way out for him now, and he is ready to fight dirty. Be prepared for a few tricks and a lot of fast and fancy sword fighting. Our best strategy would be to avoid his direct attacks. Find a way to maneuver out of his path. And don't let up—this is the final challenge!

# ENEMIES

The Pirates will try different tricks to defeat you. And a number of nasty creatures are also lurking about.

## Snakes

Don't be fooled by these poisonous snakes. When they draw back they are preparing to attack, not escape. Because you used to tie their tails in knots when you were a boy, all the snakes in Neverland are out to get you.

## Arrow-Shooting Pirates

The bow-and-arrow are not the Pirates' natural weapons. But they're getting desperate. They will try anything that offers them a chance to get you. These Pirates fire three arrows at once. You must dodge or hit the arrows with your sword, before they hit you.

## Balloon Pirates

Hook put some of his smartest Pirates in these hot air balloons. These Pirates will be attacking you with many tricky weapons. They'll throw lit powder kegs at you and fire at you. Your best bet is to avoid them if possible.

# HELPFUL REMINDERS

## Extra Pan

You may have forgotten some things about being Peter Pan as you grew up. For example, look in gaps and other places for secret passages. They can lead to an extra life.

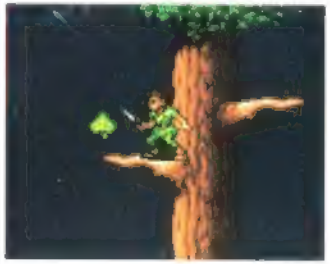
## Run for Your Life

To save your Pixie Dust for those times when you really need it, take big jumps. Get a running start (with Y). Then jump by pushing B — but keep on holding B down. That will make you leap farther.

## Wait

When you are prowling along the Forest floor, lay in wait for the Pirates. Be patient. Hide behind a tree until the Pirate you're after turns his back. Then make your attack.

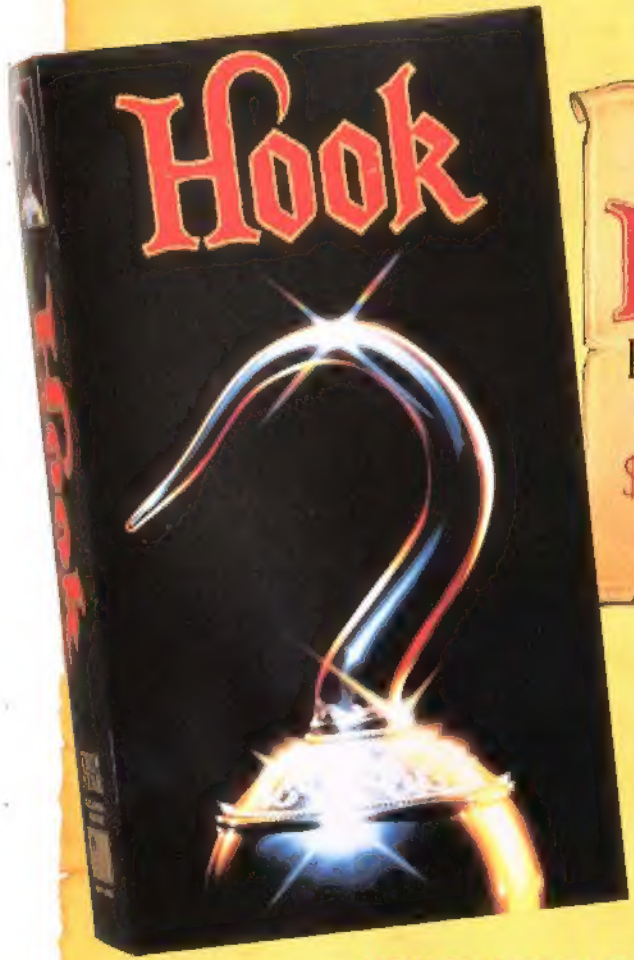
## Power Up



It's true you are the one and only Peter Pan — but you're an older and out of shape Peter Pan. So pick up all the items you find, and search for the hidden ones. You must have full leaves and power to beat Hook.



"A 10!
A FILM THAT WILL ENTERTAIN GENERATIONS, GENERATIONS FROM NOW."
- Gary Franklin, KABC-TV

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.



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